

ANDRÉ SPIL & ROLF SAGEL

# WILDCATTERS

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OFFICIAL RULEBOOK









## A GAME BY ANDRÉ SPIL & ROLF SAGEL

The players find themselves in the most interesting and turbulent period of the 19th century, playing the roles of oil pioneers and investors. These entrepreneurs laid the foundation of the great oil companies that dominate today's world market.

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**I**n 1870, John D. Rockefeller founded the Standard Oil Company. Within 30 years, he attained a monopoly position in the transportation and refinement of oil. In 1876, Colonel Charles Felton bought the Pacific Coast Oil Company and developed oilfields throughout California. In 1890, August Kessler founded the Royal Dutch Petroleum Company. In the Dutch East Indies, he discovered large tracts of land, rich in oil. In 1908, William Knox D'arcy started the Anglo-Persian Oil

Company. The impetus for founding the company came after making huge oil discoveries in Persia and purchasing concessions (the right to extract oil) there. If you want to be a true oil tycoon, you will need to outsmart your competition. You will develop oilfields, buy concessions from risky investors known as Wildcatters, and provide your own transportation of oil. Find partners and know your enemies in this tactical game of majorities, in which logistics plays an enormous role!



ROYAL DUTCH  
PETROLEUM  
COMPANY

STANDARD  
OIL COMPANY

ANGLO-PERSIAN  
OIL COMPANY

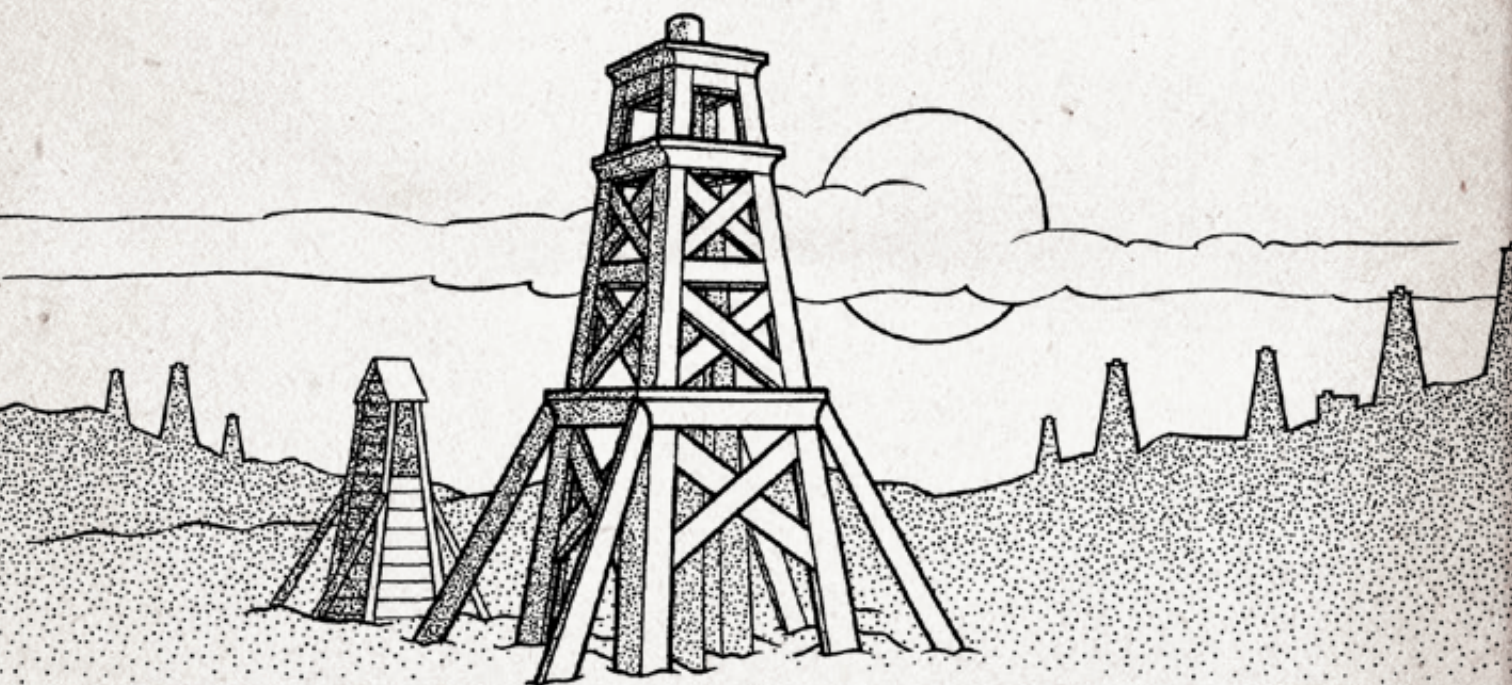
PACIFIC COAST  
OIL COMPANY



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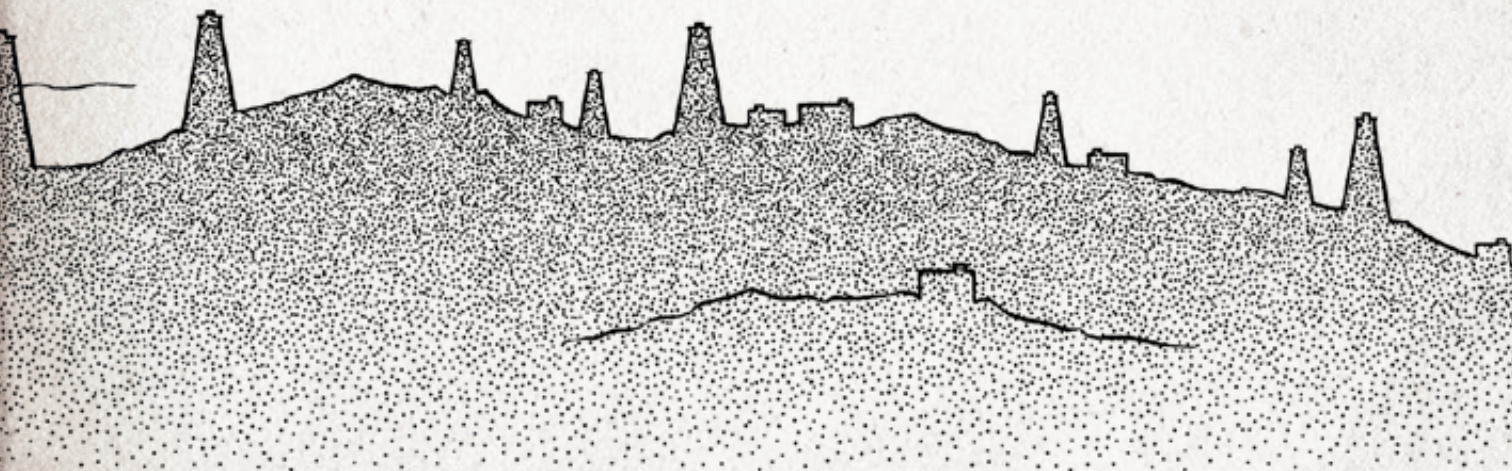
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# GAME BOARD



<p>AREA CARDS</p> <p>Front Back</p>	<p>SHARE CARDS (VALUE OF 1)</p> <p>Front Back</p>	<p>SHARE TOKENS (VALUE OF 4)</p>	<p>ROUND MARKER</p>	<p>WILDCATTER DISKS</p>
<p>WORKER CARDS (VALUE OF 1)</p> <p>Front Back</p>	<p>WORKER TOKENS (VALUE OF 5)</p>	<p>PLAYER SEQUENCE CHIPS</p>	<p>CONSOLIDATION CHIPS</p> <p>Front Back</p>	<p>SUMMARY CARDS</p>
<p>DRILLING RIGS</p>	<p>PUMPJACKS</p>	<p>TRAINS</p>	<p>OIL TANKERS</p>	<p>REFINERIES</p>
<p>VICTORY POINT MARKERS</p>	<p>OIL BARRELS</p>	<p>REFINERY CHIPS</p> <p>Front Back</p>	<p>D2 CHIPS</p>	<p>D3 CHIPS</p>



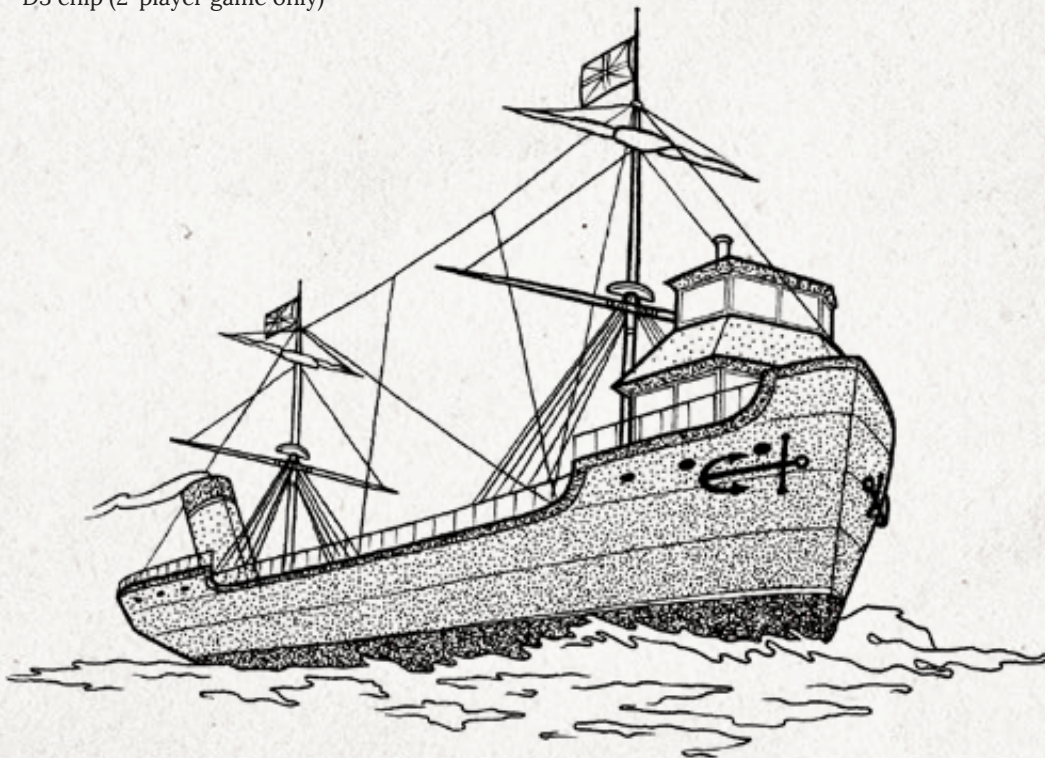
## ⊕ GAME COMPONENTS

### CONTENTS:

- ♦ 1x Game board
- ♦ 48x Area cards
- ♦ 4x 60 Share cards of value 1 in each of the player colors
- ♦ 4x 20 Share tokens of value 4 in each of the player colors
- ♦ 1x Round marker
- ♦ 16x Wildcatter disks
- ♦ 60x Worker cards of value 1
- ♦ 20x Worker tokens of value 5
- ♦ 4x Player sequence chips (1 through 4)
- ♦ 4x Set of 4 Consolidation chips
- ♦ 1x Sticker sheet for Drilling Rigs and Wildcatter disks

### FOR EACH PLAYER IN THEIR OWN COLOR:

- ♦ 1x Summary card
- ♦ 10x Drilling Rigs
- ♦ 11x Pumpjacks
- ♦ 8x Trains
- ♦ 4x Oil tankers
- ♦ 5x Refineries
- ♦ 1x Victory point marker
- ♦ 36x Oil barrels
- ♦ 1x Refinery chip
- ♦ 1x D2 chip (2-player game only)
- ♦ 1x D3 chip (2-player game only)





Before your first game, please place the stickers on the corresponding wooden components.



## GOAL OF THE GAME

Welcome to a game about adventurers trying to find fame and fortune at the beginning of the oil industry! Players drill for oil in areas throughout the world, using their competitors and their skills as a catalyst in the search for oil. In Wildcatters, your goal is to supply more oil to the 7 different areas of the world than your competitors in an effort to earn the most victory points to win the game!

Over the course of 7 game rounds (8 if played with 2 or 3 players), players will discover oil and transport it to the various refineries around the world. To accomplish this, will build drilling rigs, pumpjacks, trains, tankers, and refineries in order to gain valuable company shares. With your own shares, you can pay other players to take important actions and also bid to acquire the various Wildcatters. However, workers are the backbone of your company and are necessary in helping you to build your empire.

## GAME SETUP

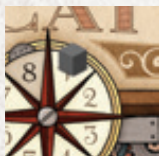
The following rules pertain to a full game with 4 players. Please refer to page 21 - 23 for the changes required for games with only 2 or 3 players.

### GAME BOARD SETUP

- 1 With the game board in the middle of the table, place all share cards (arranged by color) and the worker cards on the designated areas on the game board.



- 2 Place the share tokens and worker tokens in a supply next to the game board
- 3 Place the round marker on Round 1 of the compass.



- 4 Place each set of 4 Consolidation chips on their respective colored areas inside the Consolidation chips section on the top right corner of the game board. Place each set with the victory points face down and in ascending order so that the lowest victory point value is on top and the highest value is on bottom.





- 
- 5 Separate and shuffle the 48 area cards into two decks divided by the color on the back of the cards (light or dark) and place them next to the game board.



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#### ICONS:

🔥 = Victory points    🧑 = Workers    ⭐ = Shares    ✳ = End of game Victory points (see game board)

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## 🎯 PLAYER SETUP

- 1 Each player receives all playing pieces of their color and places them in their personal supply: Drilling rigs, pumpjacks, trains, oil tankers, refineries, oil barrels, a refinery chip, and a summary card.
- 2 From the bank, the players receive: 20 shares of their player color, 5 shares of the color of the player to their left, and 20 workers.

**Note:** Shares are hidden information and should be kept face down on the table.

---

- 3 Each player then places their Victory point marker on space 10 of the Victory point track.



- 4 Randomly determine the starting player. This player receives the 1st player sequence chip. In clockwise order from the start player, the other players receive the 2nd, 3rd, and 4th player sequence chips. The player sequence chips remain with the players until the last round.
- 

- 5 All players take the following from their personal supply: 3 drilling rigs, 2 trains, 1 oil tanker and 1 refinery. These pieces are placed on the game board, in player order, in the following way:



- ♦ All players place their tanker, in either the 'Luanda' or 'Dar es Salaam' harbors.
- ♦ Deal 8 light-colored area cards face down to each player. Each player may look at their cards.
- ♦ Players take turns by discarding 1 area card from their hand and placing any one of their available game pieces onto the designated area shown on the card.
- ♦ Play proceeds clockwise until all pieces have been placed. The players discard the remaining 2 cards in their hand.



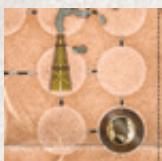
### Special rules for placing refineries during setup:

- ♦ No continents may contain more than 1 refinery (applies only during player setup).
- ♦ If a refinery is already built on a continent, you may use an area card of that continent to place your refinery in Europe, Africa, or Australia.

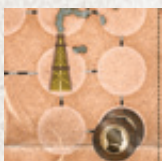
6 All 32 light-colored area cards are then shuffled and placed face down on top of the 16 dark-colored area cards to form the draw pile.



7 Place a Wildcatter disk on a single oilfield in the 8 areas.



8 Place an additional Wildcatter disk on the same oilfield in every area that contains less than 2 drilling rigs. Any remaining Wildcatter disks are returned to the box.



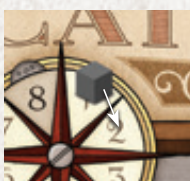
9 Draw the top 8 area cards and place them face up next to the draw pile to form the display.



## ⊕ BEGINNING OF A ROUND

**Skip this phase in the 1st round.**

- ♦ All players receive 10 workers from the bank.
- ♦ Advance the Round marker on the compass to the next round.





- ♦ Discard the area card closest to the draw pile. All remaining face up area cards move towards the draw pile, if the position next to them is empty. Draw 2 cards from the draw deck and place them in the open positions (furthest from the draw pile) so there are 8 face up area cards.

**Note:** If the draw pile is empty, shuffle the cards in the discard pile to form a new draw deck.

- ♦ Players receive 1 share in their player color from the bank for each Consolidation chip they own.



Red player  
receives 2 red shares

- ♦ If it is the 5<sup>th</sup> round, players may repay their loans at a rate of 18 shares (in their player color) per loan.
- ♦ Determine the turn order (only in the final round)



### Turn order for final round

At the beginning of the final round, all players count the oil drops (victory points) on all their chosen area cards. The player with the highest amount of oil drops is first to take a Player sequence chip of their choice.



Player has 7  
victory points

The player with the second most points chooses after that player, etc.

If two or more players are tied, the player who has no outstanding loans may choose first. If neither or both players have a loan, the player with the highest number of shares of his player color may choose first. Should the players still be tied, the player who went first in the previous round chooses first.

## ⚙️ GENERAL ACTION PHASE

In turn order, players execute all of the following actions in this precise order:

- A** Choose an area card
- B** Receive Area Card Bonus
- C** Building actions
- D** Oil actions
- E** Move own unused tankers
- F** Empty partly filled refinery

Only the active player  
will perform actions.



## A. CHOOSING AN AREA CARD

The active player must select 1 of the 8 available face up area cards and place it in front of him. The players keep all cards, face up, until the end of the game. The only exception to this rule are the area cards with a refinery symbol (see section F).

- ♦ A player may spend 4 victory points to replace all 8 of the area cards with 8 new area cards.
  - ◊ The player loses 4 victory points on the victory point track. The player may not replace area cards if he has fewer than 4 victory points to spend.
  - ◊ The 8 face up area cards are placed in the discard pile and 8 new area cards drawn.

**Note:** If the draw pile is empty, shuffle the cards in the discard pile to form a new draw deck.



In the area you have chosen you may Build (action C) and Drill for oil (action D). You may also build 1 train and 1 refinery in 1 white area of your choice (Europe, Africa, or Australia).



## B. RECEIVE AREA CARD BONUS

Area cards feature a specific bonus, shown at the bottom of the card. Workers and shares are received immediately from the bank. Oil drops (victory points) are awarded at the end of the game. A refinery card may be used once during action F of the Action Phase.

- ♦ Take workers and shares of the corresponding color from the bank, as shown on the chosen area card.
- ♦ Oil drops are victory points that will be awarded at the end of the game.

These also determine the turn order for the final round, see **Turn Order for Final Round**.



- ♦ A card with a refinery gives you the ability to empty 1 partially filled refinery (including those owned by opponents). This may only be done during action F of your turn, or at the end of the game. Once used to empty a refinery, the card is removed from the game.



**Clarification:** The area card shows the amount of shares, victory points, and workers an area card provides or whether you can empty a partly filled refinery. You can use an area card with refinery during action F or at the end of the game.



## C. BUILDING ACTIONS

The active player may use his workers to build Drilling rigs, Trains, Oil tankers, and a Refinery. The workers used are returned to the bank.



- ♦ The active player may pay 3 shares (in any combination of colors) to the bank to hire 1 worker.



- ♦ The active player may only build in the area of the chosen area card and in 1 white continent.
  - ♦ A drilling rig is placed on a free oilfield circle.
  - ♦ A train is placed on a small rectangular space within the area or on the border between two areas.
  - ♦ A tanker is placed in a harbor in the sea of the area. There is no limit to the amount of tankers in a harbor.
  - ♦ A refinery is placed on the large rectangle.



A player cannot build pumpjacks, they come into the game using action **D.1** and/or **D.2**.



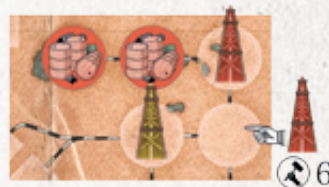
Each  represents 1 worker; if you want to pay with shares, pay  3 to hire 1 worker.

### C.1 BUILDING DRILLING RIG

The following rules apply to each area:


- ♦ Each area contains 7 circular oilfields available for building drilling rigs.
- ♦ No drilling rig may be built on an oilfield where there is at least 1 Wildcatter disk.
  - ♦ When the Wildcatter disk is removed (**see D.3.1**), a drilling rig may be built in that previously occupied space.
- ♦ In each area, the total number of drilling rigs plus pumpjacks of a single player must not be greater than 4. Thus, there should never be more than 4 tokens of a given color occupying the oilfields of a single area.
- ♦ Building costs for your 1st, 2nd and 3rd drilling rig:  4
- ♦ Building costs for your 4th drilling rig  6

**Example:** The 4th red drilling rig is built, pay  6



### C.2 BUILDING REFINERY

The active player may only build 1 refinery per round. Players may build a refinery in the area of the chosen area card or in a white continent.

- ♦ Building costs of a refinery  12

At the end of the game, players receive victory points based on the number of refineries built by the player as indicated on the refinery victory points table shown on the game board.





### C.3 BUILDING TRANSPORT

The active player may build any amount of trains and tankers in the area of the chosen area card.

The active player may also build 1 train in 1 white continent.

- ♦ Building costs of a train (👤) 2
- ♦ Building costs of a tanker (👤) 2

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## D. THE OIL ACTIONS

These actions allow the active player to drill for oil, develop their oilfields, and transport their oil to refineries.

### D.1 DRILLING FOR A NEW OILFIELD: (👤) 8

This action is used to discover oil in the area of the chosen area card.

When there are 4 drilling rigs (including those belonging to other players) in an area, the active player can drill for oil by paying 8 workers to the bank. The active player may now replace 1 drilling rig for a pumpjack and place 3 oil barrels on it. Because the drilling rigs of the other players helped with the search for oil, all other players with a drilling rig in the area may pay the active player 3 of their own shares to replace 1 of their drilling rigs for a pumpjack and place 3 oil barrels on it.

- ♦ A minimum of 4 drilling rigs in the area is required.  
(These drilling rigs may belong to different players.)
- ♦ This action can only be performed **once per area**.

As soon as the active player has paid 8 workers to the bank, the following are resolved in this order:

- ♦ The active player replaces 1 of his drilling rigs with a pumpjack, and he places 3 of his oil barrels on top of it.
- ♦ All other players with a drilling rig in this area may profit from this action by paying the active player 3 shares of their own color. Then, they may exchange one of their drilling rigs in the same area for a pumpjack with 3 of their own oil barrels on top of it.

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**IMPORTANT** - No player may exchange more than 1 drilling rig during this action!

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Immediately after drilling for a new oil field, all Wildcatter tokens in that area will be auctioned off to the players (See D.1.1).



**Example:** The red player pays 8 workers and replaces 1 of his own drilling rigs with a pumpjack and places 3 own oil barrels on it. The green player pays 3 green shares to the red player and replaces 1 of her drilling rigs with 1 pumpjack and places 3 oil barrels on it. The yellow player decides not to replace his own drilling rig.

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### D.1.1 THE WILDCATTER

Every area contains either 1 or 2 Wildcatter disks. These Wildcatters are independent adventurers looking for oil. As soon as the active player drills for oil in that area, the Wildcatters are willing to sell their companies through an auction. Each Wildcatter will immediately produce 1 barrel of oil. At the end of the game, the Wildcatter disks earn players victory points.



### The Auction:

The Wildcatter(s) will now be auctioned off, 1 at a time, to the highest bidding player with a pumpjack in that area. Players bid on the Wildcatter disks with only their own shares.

- ♦ The active player may make the opening bid of at least 4 shares in his own color, or he may pass.
- ♦ Beginning with the player after the active player in turn order, all other players with pumpjacks in the same area as the Wildcatter may now try to exceed this bid, using shares of their own color, or pass.
- ♦ Once a player has passed, he can no longer make any bids on this Wildcatter.

The auction continues until 1 bidder is left. The highest bidder pays his shares to the bank and places one of his own oil barrels on the Wildcatter disk.

**Note:** A player may bid more of his own color shares than he possesses. In this case, if the player wins the auction, he must take a loan to pay for his winning bid (see '**Loans**'). Repeat the process if there is a remaining Wildcatter disk. Should all players pass on bidding, the Wildcatter disk is removed from the game.

### Using the 'Refinery chip'

During this action, the player that won the Wildcatter auction may use his '**refinery chip**' to empty 1 of his own refineries (see '**Delivering oil to a continent**').

- ♦ This refinery does not have to be completely filled with oil barrels.
- ♦ No oil may be delivered to this refinery during this turn.

(Place the refinery chip on the refinery to help you remember. Remove it during '**end of player turn**'. And place it back in the box)

The refinery chip may also be used during Action F.



**Example:** The red player is the active player and bids 4 red shares. The green player bids 5 green shares. The yellow player may not bid, because he has no pumpjack in the area. The red player won't bid any further and passes. The green player pays 5 green shares to the bank and places 1 green oil barrel on the Wildcatter disk.



**Example:** Yellow won the auction with 6 share, but he only has 4 of his own shares. Yellow must take a loan to pay for the rest of his bid. Instead of taking a loan he uses his 'Refinery chip' to empty his refinery in 'Dar es Salaam.' The 3 red oil on the refinery are delivered to the continent. He places his 'Refinery chip' on the refinery and takes 12 yellow shares.

### D.2 DEVELOP OILFIELDS: 3

Oilfields in an area which have struck oil can be developed without having to be drilled any further. Drilling rigs, existing or new, can now be replaced by pumpjacks.

For areas that already contain a pumpjack (belonging to any player), the active player may replace one or more of his drilling rigs for pumpjacks on the player's chosen area card.

- ♦ Return 3 workers to the bank for each pumpjack built.
- ♦ Place 3 oil barrels of the player's color on each new pumpjack.





**Note:** Pumpjacks placed on the game board remain there for the rest of the game, even if they have no oil barrels on them!

**Example:** The yellow player replaces 2 drilling rigs with 2 pumpjacks and places 3 oil barrels on to each one. The yellow player returns 6 workers to the bank.

### D.3 TRANSPORTING OIL: 4

Transporting oil enables oil barrels to travel from pumpjacks to refineries. Once refineries are full, the oil barrels will be delivered to their appropriate continent for end game scoring. This action may only be performed in the area on the player's chosen area card once per turn. General rules for transporting oil:

- Players may only transport oil from pumpjacks if there is at least 1 oil barrel on it.
- When transporting oil, the Wildcatter disk is treated as a pumpjack.
- The active player must transport 1 oil barrel from each of his pumpjacks in the area.
- All other players may then choose to transport 1 oil from all their pumpjacks in that specific area without paying the initial cost of 4 workers.
- For each barrel of oil transported by oil tanker or train, the owner of the oil barrel pays 1 share of his own color to the player who owns the oil tanker or train.



**Clarification:** With action D.3, the active player transports 1 oil barrel from all of his pumpjacks in the area on his chosen area card. All other players in the same area may choose to transport 1 oil barrel from all of their pumpjacks. All barrels will be transported (starting with the active player continuing in turn order) to the harbor by train (A). From here on, the barrels go to a refinery or tanker in that area or to a refinery or tanker in a different continent using trains (B). The last step is moving those tankers to refineries all over the world (C). If you cannot deliver the oil to a refinery, the oil barrel remains in the harbor of the chosen area until a player takes action D.3 again. In order to transport by train or tankers you will have to pay the owner of the vessel 1 share in your own color.

**The transportation of oil is always performed in the following order:**

#### D.3.1 OIL TRANSPORT TO THE HARBOR OF THE CHOSEN AREA

The active player, and all players who elect to transport, take 1 oil barrel from each of their pumpjacks and places their barrels on the harbor of the chosen area.

- Players may choose which train they will use to transport their oil.
- For each barrel of oil transported by train, the owner of the oil barrel must pay 1 share of his own color (taking a loan if necessary) to the player who owns the train.
- A player that transports oil from their Wildcatter disk in the applicable area takes the Wildcatter disk and places it in their personal supply for end game scoring.

**Example:** Red returns 4 workers to the bank and transports 3 oil to the harbor with the red train. Green also decides to transport and transports 1 oil from the pumpjack and 1 from the Wildcatter. He pays 2 green shares to the red player and takes the Wildcatter.





### D.3.2 OIL TRANSPORT TO REFINERIES AND LOADING TANKERS

- ♦ In turn order and beginning with the active player, each player places his oil barrels on:
  - ♦ the refinery in the same area; or
  - ♦ a refinery in a different area (by means of the railway system); or
  - ♦ load a tanker in the harbor of the same area; or
  - ♦ load a tanker in the harbor of a different area (by means of the railway system)
- ♦ Each player chooses which trains or tankers they will use to transport their oil, paying the owner 1 share of the player's color for each vessel used.
- ♦ For each barrel of oil that is delivered to a refinery, the owner of the refinery pays 2 shares in his own color to the owner of the oil barrel.
- ♦ If a tanker is not available or the refineries are full, the oil barrel remains in the harbor of the chosen area.



**Example:** Red delivers 3 barrels to the yellow refinery in Asia and receives 6 yellow shares from the yellow player. Green loads 2 of his barrels on the yellow tanker and pays the yellow player 2 green shares.

### D.3.3 OIL TRANSPORT FROM THE TANKERS TO THE REFINERIES.

For transporting oil with tankers, the following rules apply:

#### Movement

- ♦ The railway cannot be used in this movement.
- ♦ Move tankers in turn order starting with the active player.
- ♦ Players may only move tankers iff it holds their oil on it.
- ♦ The owner of the tanker determines the destination if he is transporting his own oil on that tanker.
- ♦ If the tanker does not contain any oil belonging to its owner, the player who had oil on it first (closest to the front of the tanker) will determine the destination, as long as he has oil on it.
- ♦ Each tanker will transport oil when it has at least 1 barrel of oil on it.  
The maximum load capacity of a tanker is 3 oil.

#### Unloading

- ♦ All oil on a tanker will be delivered to 1 refinery.
- ♦ The owner of the tanker always unloads his oil first.
- ♦ Any remaining oil barrels will be unloaded from the front of the tanker to the back of the tanker.
- ♦ Only when the refinery is full (5 oil barrels), the remaining oil on a tanker must be immediately transported to a different destination.
- ♦ If all refineries are full, the tanker will go back to the harbor of the chosen area. Remove any remaining oil barrels from the tanker and place it back in the harbor. The oil barrels will be picked up again when another player starts action D3 in this area after D.3.2: (Oil transport to tankers and refineries).
- ♦ A tanker that has been used for oil transport can no longer be moved this turn.

For each barrel of oil that is delivered to the refinery, the owner of the refinery pays 2 shares in his own color to the owner of the oil.





**Example:** Blue has 2 of his own barrels on his tanker and 1 yellow barrel. Blue transports to Australia where he delivers his 2 barrels. Yellow must deliver his oil to the same refinery. Green determines where his tanker goes and also delivers to Australia. The refinery is full so the yellow player can decide his own destination. Yellow transports to Africa.

**Clarification:** When a delivery is made to one of your refineries, you must pay 2 shares of your own color for each oil barrel delivered (except for your own oil in your own refinery). You pay the owner of the oil barrel. It is important to maintain a good amount of your own shares.



## E. MOVE YOUR OWN UNUSED TANKERS (OPTIONAL)

- ♦ All of the active player's own unused tankers on the entire board can be moved to any harbor.
- ♦ Moving the 1st tanker is free.
- ♦ For each additional tanker moved, return 1 worker to the bank.

## F. EMPTY PARTIALLY FILLED REFINERY

If the active player owns an area card with a refinery icon, he may use it to empty 1 partially filled refinery (including a refinery owned by opponents).

- ♦ The area card used to empty a refinery is removed from the game.
  - ◊ You may use multiple cards during this action.
- ♦ The active player may use his refinery chip (See: 'Using the Refinery Chip').
  - ◊ The refinery chip used to empty the active player's own refinery is removed from the game.



## END OF PLAYER TURN

During this turn, all refineries with 5 oil barrels will be emptied. Additionally, the player that just finished his turn may buy 1 consolidation chip of that continent.

### Empty fully filled refineries

As soon as 5 oil barrels are delivered to a refinery, these oil barrels will be supplied to the continent.

- ♦ A maximum of 5 barrels can be delivered to a refinery.
- ♦ Oil barrels delivered to a continent will always be placed on the continent panel from which continent the refinery is located.

### Delivering the oil to a continent

- ♦ For each oil barrel delivered which is not of his player color, the owner of the refinery receives 4 shares in the colors of his choice from the bank.
- ♦ If the owner of the refinery delivers his own oil from his refinery to a continent, the owner has two choices:
  - ◊ Deliver the oil barrel for victory points at the end of the game.
  - ◊ Do not deliver the oil barrel and receive 4 shares of the colors of his choice from the bank.
 The oil barrel goes back in the player's supply.



### Buy Consolidation chip

- ♦ Only the topmost Consolidation chip from the most recently chosen area card (continent) may be bought.
- ♦ Only the active player may buy 1 Consolidation chip.
- ♦ Pay the amount and types of shares to the bank that is depicted on the topmost consolidation chip.
- ♦ Each Consolidation chip grants 1 share of your own player color at '**Beginning of a Round**'.
- ♦ Each Consolidation chip earns Victory points at '**End of game**' (2, 4, 7 or 10 victory points).

### Replenish Area card

All remaining face up area cards move towards the draw pile, if the position next to them is empty. Draw 1 card from the draw deck and place it in the open position (furthest from the draw pile) so there are 8 face up area cards.

**Clarification:** When 5 barrels have been delivered to a refinery, it is considered full, and the oil will be moved to the continent panels at the bottom of the board. This only happens at the end of a player's turn. For each barrel of a different player's color, the refineries owner will receive 4 shares in the colors of the owner's choosing. For every barrel of the refinery owners own color, the refinery owner may choose to receive 4 shares of any color and return it to his supply or place the oil on the continent panel for victory points at the end of the game.



**Example:** Green just finished his turn, in which he played the San Fransico area card. He may now buy the top most consolidation chip in North America. He pays the required amount of shares to the bank and takes the consolidation chip. From now, at the 'beginning of a round' he receives 1 share of his own color from the bank.

## ⊕ END OF ROUND

After all players have taken their turn, the round is over. Continue with '**Beginning of a Round**.' If it was the last round, continue with '**End of Game**'.

## ⊕ LOANS

As soon as a player has a shortage of his own shares, he must take out a loan of 10 shares of his own player color from the bank.

- ♦ A player is free to take a loan at any given moment during the game.
- ♦ Place an oil barrel of your own player color on the bank on the game board.
- ♦ A player may take out multiple loans.

### Paying off a loan

- ♦ In round 5 during '**Beginning of a Round**,' each player may pay 18 of their own color shares to the bank for each of their loans.
- ♦ At 'end of game,' each player must pay 25 of their own color shares per loan.  
The player will lose 1 victory point for each share he cannot pay back!



## END OF GAME

The game ends after all players have played 7 (8 when playing with 2 or 3 players) rounds.

Follow the next steps to determine the winner of the game:

- 1 In turn order, all players with a refinery on their area cards may empty any one, and only one per area card, refinery of their choosing (following the normal rules).
- 2 Victory points for Consolidation chips, and the refinery chip on hand.
- 3 Victory points for Area cards on hand.
- 4 Victory points for Wildcatter® disks on hand.

1 disk	2 Vp
2 disks	6 Vp
3 disks	12 Vp
4 disks	20 Vp
5 disks	30 Vp
6 disks	42 Vp

Wildcatter disks on the board do not grant any victory points.

- 5 Victory points for built refineries.

1 refinery	0 Vp
2 refineries	0 Vp
3 refineries	6 Vp
4 refineries	14 Vp
5 refineries	24 Vp

- 6 All loans must be paid off (see 'Loans').
- 7 For every 3 shares a player holds, he receives 1 Worker.
- 8 Victory points for Workers on hand.

Most workers:	8 Vp
2 <sup>nd</sup> most:	4 Vp
3 <sup>rd</sup> most:	2 Vp

In case of a tie, add all tied positions together and split the result between the players (rounded down).

- 9 Victory points for all oil delivered to a continent.

Each continent is evaluated separately.

Most delivered oil:	16 Vp
2 <sup>nd</sup> most:	8 Vp
3 <sup>rd</sup> most:	4 Vp

In case of a tie, add all tied positions together and split the result between the players (rounded down).



**The player with the most victory points is declared the winner.**

If players are tied for a place, the player with the most workers on hand will be the winner.

If there is still a tie, the player with the lowest 'Player sequence chip' (1 to 4) is the winner.



## ⊕ CHANGES FOR 3 PLAYERS

### **The 4-player rules are followed except where noted below:**

There are 8 rounds in a 3-player game of Wildcatters. All 4 companies are still in play in a 3-player game. The non-player company is now a **corporation**. A corporation works exactly like a normal company, except that only the active player has control over the corporation's oil delivery to and from the refineries and determining whether the corporation's drilling rig will become a pumpjack.

### **GAME BOARD SETUP**

- ♦ Select from the dark-colored area cards 8 unique area cards, shuffle them, and place them face up next to the game board. This 8-card deck is now the corporation's deck.
- ♦ Place 1 refinery, 8 rigs, 8 pumpjacks, and 24 oil barrels next to the corporation's deck. The rest of the corporation's components are returned to the box.

### **PLAYER SETUP**

The normal rules for player setup are followed except as noted below:

- 1 Determine the starting player. This player receives the 1st player sequence chip.  
In clockwise order, the other players receive the 2nd and 3rd chip.  
The player sequence chips remain with the players until the last round.
- 2 From the bank, the starting player receives 15 workers. The 2nd player receives 16 workers, and the 3rd player receives 18 workers. All players also receive 20 of their own shares and 5 shares from the color of the player to their left, ignoring the corporation.
- 3 Each player then places their Victory point marker on space 10 of the Victory point track.
- 4 Draw the top 3 area cards from the corporation deck and place a corporation's drilling rig in each of these areas. Discard the used area cards.
- 5 Place the corporation's refinery in either of the two refinery spaces in Australia.

### **BEGINNING OF A ROUND**

Skip this phase in the 1st round.

#### **Placing new rigs from the corporation**

- ♦ Take the top 2 area cards from the corporation and place a corporation's drilling rig in each of these areas. Discard the used area cards.
- ♦ When oil has already been found in the corresponding area depicted on a face up area card, a rig will not be placed this round (place the card in the discard pile).

**In round 4, all players receive 20 workers instead of the normal 10.**

### **GENERAL ACTION PHASE**

#### **Replace Drilling Rig for a Pumpjack**

When a player perform action D.1 in a area containing a drilling rig from the corporation, that drilling rig **must** be replaced for a pump jack.



### Transporting corporation's oil

When an active player chooses to transport oil from an area's oilfields, check whether the oilfield contains a corporation pumpjack with oil barrels. The active player must transport 1 oil from this pumpjack. The active player transports the corporation's oil barrel to a refinery of his choice. The corporation (controlled by the active player) will always transport last.

### Refinery and corporation oil

When a refinery is emptied, the corporation's oil barrels will always be delivered to the continent panel. This oil takes a position for victory points.

### Payments to/ from the corporation

Payments are made in the same manner as in the 4-player game, with the following exceptions:

- ♦ All payments for the corporation are made to/from the bank.
  - ◊ When a corporation's drilling rig is replaced for a pump jack during action D1, the active player receives 3 of the corporation's shares from the bank.
  - ◊ When the corporation uses your train or tanker, you receive payment from the bank.
  - ◊ When you deliver oil to the corporation's refinery, you receive payment from the bank.
  - ◊ When oil from the corporation is delivered to a player-owned refinery, the refinery owner pays 2 shares for every oil to the bank.

### END OF GAME

Players score victory points as normal. The Corporation's oil barrels will count for the corporation when awarding victory points for oil delivered to continents at the end of the game. Thus, the corporation can steal victory points from the players, though the corporation does not occupy a position on the victory point track and no victory points are actually awarded.

## ⊕ CHANGES FOR 2 PLAYERS

### Follow the normal rules and apply these rules where needed:

There are 8 rounds in a 2-player game of Wildcatters. Each player controls one company as in the regular rules. Each player also controls one of the two non-player companies, called **corporations**. A corporation works exactly the same as a normal company except that you only have control over its delivery of oil to refineries and determining whether the corporation's drilling rig will become a pumpjack.

### GAME BOARD SETUP

- ♦ Divide the 16 dark area cards into 2 piles of 8 unique area cards. Shuffle them both and place them in 2 stacks face up next to the game board.

### PLAYER SETUP

- ♦ Each player chooses a color and receives all playing pieces of that color (including the D2 and D3 chips).
- ♦ Determine the starting player. This player receives the 1st player sequence chip. The other player receives the 2nd player sequence chip. The player sequence chips remain with the players until the final round.
- ♦ From the bank, the starting player receives 18 workers and the other player receives 20 workers. Both players receive 20 of their own shares and 5 shares of the color of the other player.
- ♦ Each player then places their Victory point marker on the score tracker.  
(both players start with 10 victory points).



- ♦ Both players choose 1 corporation (from the remaining player colors) and place from that color: 1 refinery, 8 drilling rigs, 8 pump jacks, and 24 oil barrels next to 1 of the dark area card stacks. The rest of the game pieces remain in the box.
- 1 Both players (in player order) place for their corporation 1 refinery in 1 of the colored areas (only 1 refinery per continent).
  - 2 Take from both dark area card stacks the top card and place a drilling rig, from the corporation next to the stack, in that area. Do this 3x. Used cards are placed in the discard pile.
  - 3 Place in all colored areas 1 Wildcatter disk. Return the remaining Wildcatter disks to the box.
  - 4 Follow with the normal rules for 'Player setup' without placing any extra Wildcatter disks.

## **BEGINNING OF A ROUND**

Skip this phase in the 1st round.

### **Placing new rigs from the corporations**

- ♦ Take from both dark area card stacks 1 card. Place a corporation's drilling rig in the area depicted on the area card. Repeat this action once per round until all 5 cards are used. Used cards are placed in the discard pile.
- ♦ If oil has already been found in that area (action D.1), the rig will not be placed this round.

**In round 4 both players receive 20 workers instead of the normal 10.**

## **GENERAL ACTION PHASE**

### **Payments to/ from corporations**

Payments and victory points are the same as in the 4 player game with the following exceptions:

- ♦ All payments for the 2 corporations are made from/to the bank.
  - ◊ When a rig of a corporation is replaced for a pump jack during action D1, the active player receives 3 shares of that corporation from the bank.
  - ◊ When a corporation uses your train or tanker, you receive a share of that corporation from the bank.
  - ◊ When you deliver oil to a corporation refinery, you receive 2 shares of that corporation from the bank.
  - ◊ When an oil barrel from a corporation is delivered to a player-owned refinery, the refinery owner pays 2 shares for every oil barrel to the bank.

### **Turn order for transport**

Active player, other player, corporation controlled by the active player, corporation controlled by the other player.

### **Transporting corporation oil**

When an active player chooses to transport oil from an area's oilfields, check whether the oilfield contains any corporation pumpjacks with oil barrels. The active player must transport 1 oil from each of these pumpjacks regardless of whether the corporation is under his control. The player who controls the corporation transports the oil to a refinery of his choice.

### **Refinery and corporation oil**

When a refinery is emptied, the corporation's oil barrels will always be delivered to the continent panel. This oil takes a position for victory points.



### **D2 chip**

Can be used during your turn, during action D2, to change 1 of your own rigs into a pumpjack in an area of your choice without payment.

### **D3 chip**

Can be used during your turn, immediately after action D3, to transport in an area of your choice, except in the area on the chosen area card, without paying for the action.

### **END OF GAME**

Players score victory points as normal. The Corporation's oil barrels will count for the corporation when awarding victory points for oil delivered to continents at the end of the game. Thus, the corporation can steal victory points from the players, though the corporation does not occupy a position on the victory point track and no victory points are actually awarded.

## GAME SITUATIONS

### **Developing an oilfield**

Mary (green) has 2 drilling rigs in the area of Murmansk. Bill (blue) has 2 drilling rigs in that area.

It is Mary's turn and she takes the area card of Murmansk (Action A). She receives 2 red shares and 2 workers that are on the area card (Action B).

For her building action she places a drilling rig in Murmansk. For this, she pays 4 workers to the bank (Action C).

Then she starts to drill the oilfield and pays 8 workers. The oil has been drilled and she replaces one of her drilling rigs with 1 pumpjack and places 3 green barrels on it. Bill pays Mary 3 blue shares, replaces one of his drilling rigs with a pumpjack, and places 3 barrels on it (Action D.1).

Now Mary may bid for the Wildcatter. She bids 5 of her own shares. Bill passes, knowing she won't have 5 shares. Mary must take a loan of 10 shares and pays 5 shares to the bank. She then places one oil barrel on the Wildcatter (Action D.1.1).

### **Transporting oil**

John (green) has 2 pumpjacks with 2 oil, 1 tanker, and 1 train on the border with Montréal in the area of San Francisco. Amy (blue) has 1 train, 2 pumpjacks with 2 oil, 1 drilling rig, and 1 tanker in that area. Steve (red) has 1 train and 1 pumpjack with 2 oil.

It is John's turn and he takes the area card of San Francisco (Action A). From the bank he receives 3 workers that are on the area card (Action B).

For his building action, John builds a drilling rig. For this, he pays 4 workers to the bank (Action C). After that John chooses to develop the oilfield. He replaces the drilling rig with a pumpjack and places 3 oil barrels on it. He must pay 3 workers for this (Action D.2).



Then John decides to transport the oil and pays 4 workers. Amy and Steve may now decide to transport as well. They also decide to transport (Action D.3). From each pumpjack in that area, 1 oil is transported to the harbor of San Francisco. John pays 2 green shares to Steve for using his train and 1 green share to Amy for using her train. Then Amy uses her own train to transport her two oil barrels to the harbor. Steve also uses his own train to transport his barrel (Action D.3.1).

After that, John decides to use the rail network (using his own train on border) to deliver 1 oil barrel to the red refinery in Montréal. He receives 2 red shares from Steve. He then places the other two oil barrels on his own tanker. Amy places her 2 barrels on her own tanker. Steve places his barrel of oil on the green tanker. He pays 1 red share to John (Action D.3.2).

John moves his tanker to Murmansk and delivers his 2 oil barrels to the refinery belonging to Steve. Steve pays John 4 red shares for the oil. Because there were already 3 barrels there at the start of the turn, the refinery is now full. Steve must now choose another destination for his oil barrel. He decides to ship it to Perth. Amy owns the refinery there and she pays Steve 2 blue shares.

Amy also decides to ship her 2 barrels to Australia and delivers her barrels to her own refinery. Because there were already 2 barrels there at the start of the turn, the refinery is now full (Action D.3.3)

All full refineries are emptied, starting with the refinery belonging to Amy. She delivers all oil to the continent of Australia. She decides to deliver her own barrels to the continent, competing for victory points. She receives no shares for her own two barrels but receives 12 shares for the other 3 barrels belonging to John and Steve. She chooses 6 green, 4 red and 2 blue shares.

Then the refinery of Steve will be emptied. He delivers two 2 red and 2 green barrels to the continent of Russia. He decides to sell his 3rd barrel. Because of this, he receives 12 shares. He chooses 12 red shares. (End of player turn)

John decides to buy the topmost consolidation chip in North America, value 4. He pays 12 shares to the bank, 3 from each color.

## TIPS AND TRICKS

- ♦ Take a good look at which area cards are available. Knowing which area card the other players take/need can be very useful for your own actions.
- ♦ Build a railway system that ensures you to transport your oil without costs. Build sufficient tankers.
- ♦ Don't build rigs in too many different areas. Focus on 3 - 4 areas.
- ♦ Take a loan. Normally, you can easily pay them off at the end of the game by delivering your oil to your refinery. You still can win the game.
- ♦ Paying 4 shares for a Wildcatter is a bargain.
- ♦ Don't build a second refinery in a colored continent. The oil delivery will be half of normal delivery.
- ♦ Don't start by building a second refinery.
- ♦ Choose area cards with victory points because the best position in the last round is the last position.



## ⊗ HOW TO...

### Get your own shares:

- ♦ From area cards
- ♦ From consolidation chips
- ♦ Use the refinery chip to empty your refinery
- ♦ Use area card with refinery icon to empty your refinery
- ♦ When your refinery is full (5 barrels)
- ♦ Take out a loan.

### Lose your own shares:

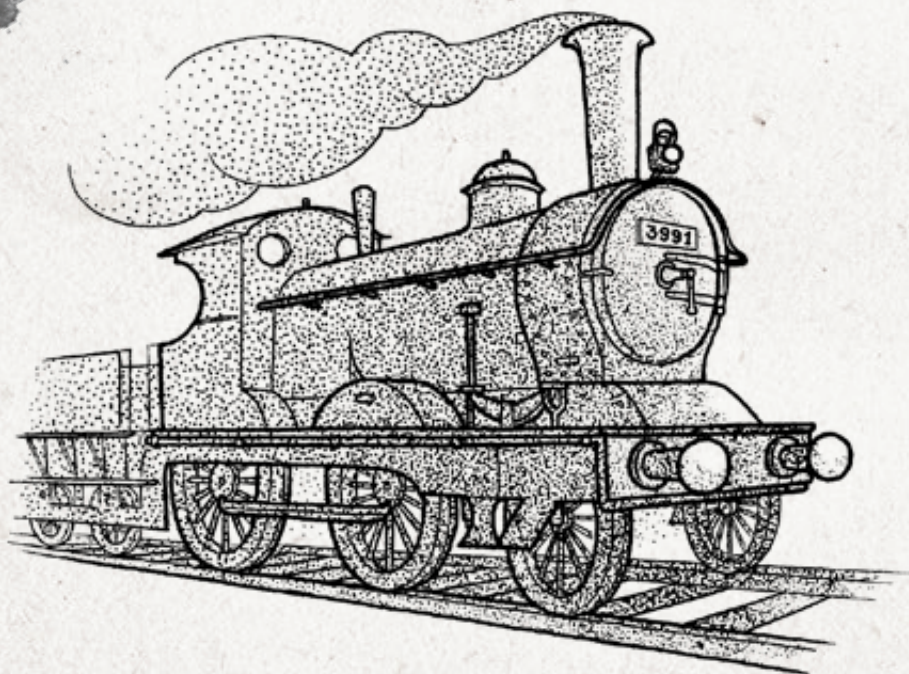
- ♦ Use other players trains or tankers
- ♦ During action D.1 of other player's turn
- ♦ Win auction for a Wildcatter
- ♦ Pay others for their refinery deliveries
- ♦ Pay off loan
- ♦ Buy consolidation chips

### Get other shares:

- ♦ During action D.1
- ♦ When other players use your trains or tankers
- ♦ Transport your oil to other players' refineries

### Get workers:

- ♦ Beginning of round
- ♦ From area cards
- ♦ Spend any three shares to hire 1 worker







**The adventurers and capitalists that laid the foundation for the oil business as we know it today are known as Wildcatters. Their discoveries and successes are characterized by ingenuity, determination and more than a dash of luck. In this board game, we honor some notable Wildcatters of the years 1850 to 1930 – a period littered with Wildcatter milestones.**

Anthony Francis Lucas (September 9, 1855 – September 2, 1921) was a Croatian-born oil explorer and engineer. In 1901, together with Pattillo Higgins, Lucas struck oil on Spindletop Hill in Beaumont, Texas. On discovery, the Lucas Gusher blew oil over 150 feet in the air and produced about 100,000 barrels a day. It was the largest gusher the world had seen and catapulted Beaumont into an oil-fueled boomtown. This led to the widespread exploitation of oil and the start of the petroleum age.

Columbus Marion Joiner, nicknamed Dad Joiner (March 12, 1860 – March 27, 1947), was a self-educated American Wildcatter. In 1930, at the age of seventy, Joiner drilled the discovery well of the famous East Texas Oil Field. The East Texas field was the largest petroleum deposit yet found until that time, covering parts of five counties. Joiner sold his well and leases for \$1 million to H.L. Hunt, a Texas oil tycoon who became known as one of the richest oil entrepreneurs ever.

## MORE NOTABLE WILDCATTERS

<b>Edgar Byram Davis</b>	<i>United North and South Oil Company (est. 1921)</i>
<b>Thomas Baker Slick Sr.</b>	<i>Hi-Grade Oil Company (est. 1912)</i>
<b>Joseph S. Cullinan</b>	<i>The Texas Fuel Company (est. 1901)</i>
<b>Walter Fondren Sr.</b>	<i>Humble Oil (est. 1911)</i>
<b>Pattillo Higgins</b>	<i>Gladys City Oil, Gas &amp; Manufacturing Company (est. 1892)</i>
<b>Millard Clinton Nobles</b>	<i>Amarillo Oil Company (est. 1917)</i>
<b>Thomas Peter Lee</b>	<i>Yount-Lee Oil Company (est. 1914)</i>
<b>Michael Late Benedum</b>	<i>Benedum-Trees Oil Company (est. 1911)</i>
<b>Glenn McCarthy</b>	<i>McCarthy Oil and Gas Company (est. 1931)</i>
<b>William Thomas Coble</b>	<i>Coble-Heywood Oil Company (est. 1918)</i>
<b>Oliver Winfield Killam</b>	<i>Mirando Oil Company (est. 1919)</i>
<b>Sherman D. McIlroy</b>	<i>Dixon Creek Oil Company (est. 1919)</i>
<b>Lyne Talliaferro Barret</b>	<i>Melrose Petroleum Oil Company (est. 1865)</i>
<b>Haymon Krupp</b>	<i>Texon Oil and Land Company (est. 1919)</i>
<b>Jacob Rice Philips</b>	<i>Paloma Oil and Gas Company (est. 1912)</i>
<b>Breckeridge Stephens Walker</b>	<i>Walker-Caldwell Oil Company (est. 1917)</i>
<b>Harold David Byrd</b>	<i>Byrd-Frost Incorporated (est. 1931)</i>
<b>H.L. Hunt</b>	<i>Hunt Oil Company (est. 1934)</i>
<b>Frank Pickrell</b>	<i>Texon Oil and Land Company (est. 1919)</i>



## OVERVIEW OF AREA CARDS













# A GAME BY ANDRÉ SPIL & ROLF SAGEL

Rolf Sagel and André Spil met in 2004 at a game convention and decided to develop a game about the oil industry: an area majority game with almost no luck, lots of interactions, piggyback riding, and a wide-open strategy. In 2008, the first prototype was tested at a Dutch convention, and, in 2012, Wildcatters was finally finished. The first copy landed at Spiel 2013. It was a great moment for the self-publisher Rass Games. We believe in very interactive games. When such games hit the table, every player is balancing on a thin rope, constantly struggling with the question, “Did I make my move at the right time and at the right moment?” We hope you enjoy Wildcatters as much as we do. Thank you!



**Game design:** André Spil and Rolf Sagel

**Illustrated by:** Daan van Paridon ♦ **Rulebook design:** Thijs van Paridon

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## SPECIAL THANKS TO:

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